

UNIVERSAL CENTURY SERIES

U.C.0121~

STORY

March, Universal Century 0121 — The Earth Federation Forces were dispatched to Mars in pursuit of the stolen Gundam F90 Unit 2. Although it was the 13th Autonomous Mobile Fleet, they had lost a significant portion of their fighting strength due to the defection of their commander, Bosch Weller. As the battle between this fleet and the Mars Independence Zeon Forces intensified, Ivalu, Leon, and other "children of Zeon" were hiding in a shelter...

This is a new story of "Formula" unfolding in the shadows of what would later be called the First Oldsmobile War!

STAFF

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Written by Ukyou Kodachi
(Team Barrel Roll)

Mechanical Designs by Yasuhiro Moriki & Takayuki Yanase
Original F90 Design by Kunio Okawara

RELATED WORKS

ANIME: Mobile Suit Gundam F91

GAME: Mobile Suit Gundam Formula Wars 0122

COMIC: Mobile Suit Gundam F90 / Mobile Suit Gundam F90FF

Mobile Suit Gundam Silhouette Formula 91

Mobile Suit Gundam Silhouette Formula Ghost of Formula 91

Mobile Suit Gundam Climax U.C. The Woven Bloodline

機動戦士
ガンダム

F-90 MOBILE SUIT GUNDAM
F90 CLUSTER
クラスター



あらゆる“F”が集結する
火星独立ジオン軍の物語!!

MOBILE SUITS



OMS-90R

F90

(MARS INDEPENDENT ZEON FORCES VERSION)

A Gundam operated by the Oldsmobile (Mars Independence Zeon Forces) after modifying the stolen F90 Unit 2. The exterior and body color have been significantly altered. Bosch Weller pilots this unit.



F90

The F90 Unit 1 is the ultimate multi-purpose weapon manufactured by SNRI, capable of various operations by equipping different mission packs. Ensign Def Stallion pilots this unit and engages in battle with Lieutenant Bosch.

OUR STORY THUS FAR

Amidst intensifying attacks from the Earth Federation Forces, Ivalu and Leon were guiding refugees through the shelter. As the activation of the Olympus Cannon draws near and the danger of shelter collapse approaches, Federation mobile suits and the Martian Gundam appear...

CHARACTERS



IVALU & LEON

"Children of Zeon" hiding in the Olympus Base Shelter. The two of them cooperate and take action to try to save the shelter refugees.



BOSCH WELLER

A "man enchanted by Gundam" who defected from the Earth Federation Forces and joined the Mars Independence Zeon Forces. He considers the F90 (Mars Independence Zeon spec) his favorite machine.

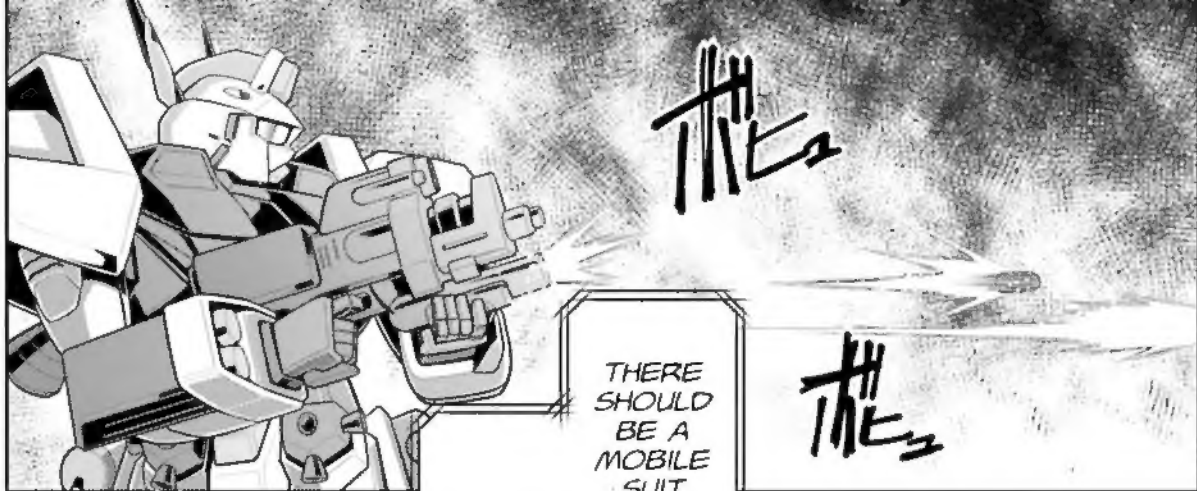


DEATH GUNS

A mercenary team consisting of three people: Gunmad, Ian, and Dodonga Don. They are known as the "Death Guns". All three seem to be piloting the same type of mobile suit...

大反響! 新作「計画」ストーリー!!



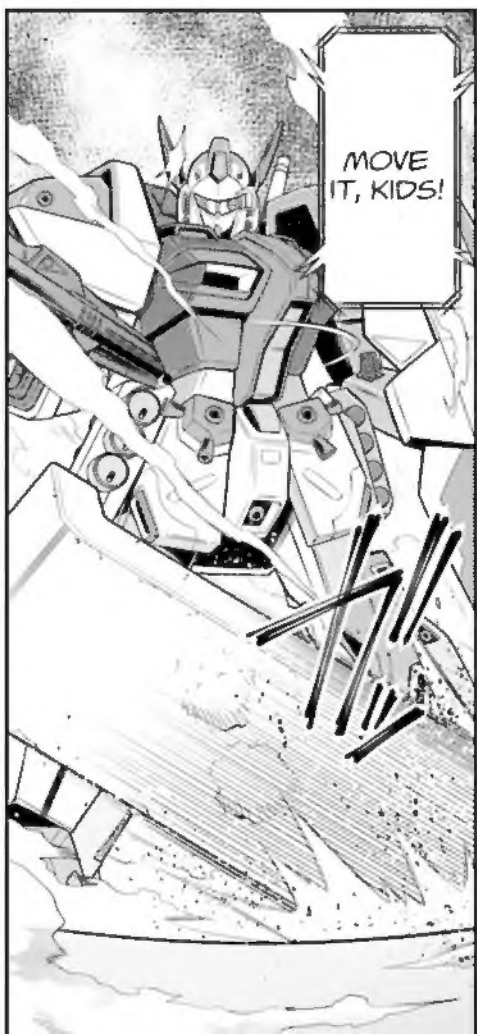


THERE
SHOULD
BE A
MOBILE
SUIT
THERE.

!!



IT'S TIME
TO TAKE
YOUR
FATE INTO
YOUR OWN
HANDS!



MOVE
IT, KIDS!



WHAT?
A
MOBILE
SUIT?



THIS IS
OUR WAR.
THE WAR OF
THE OLD
GUARD!

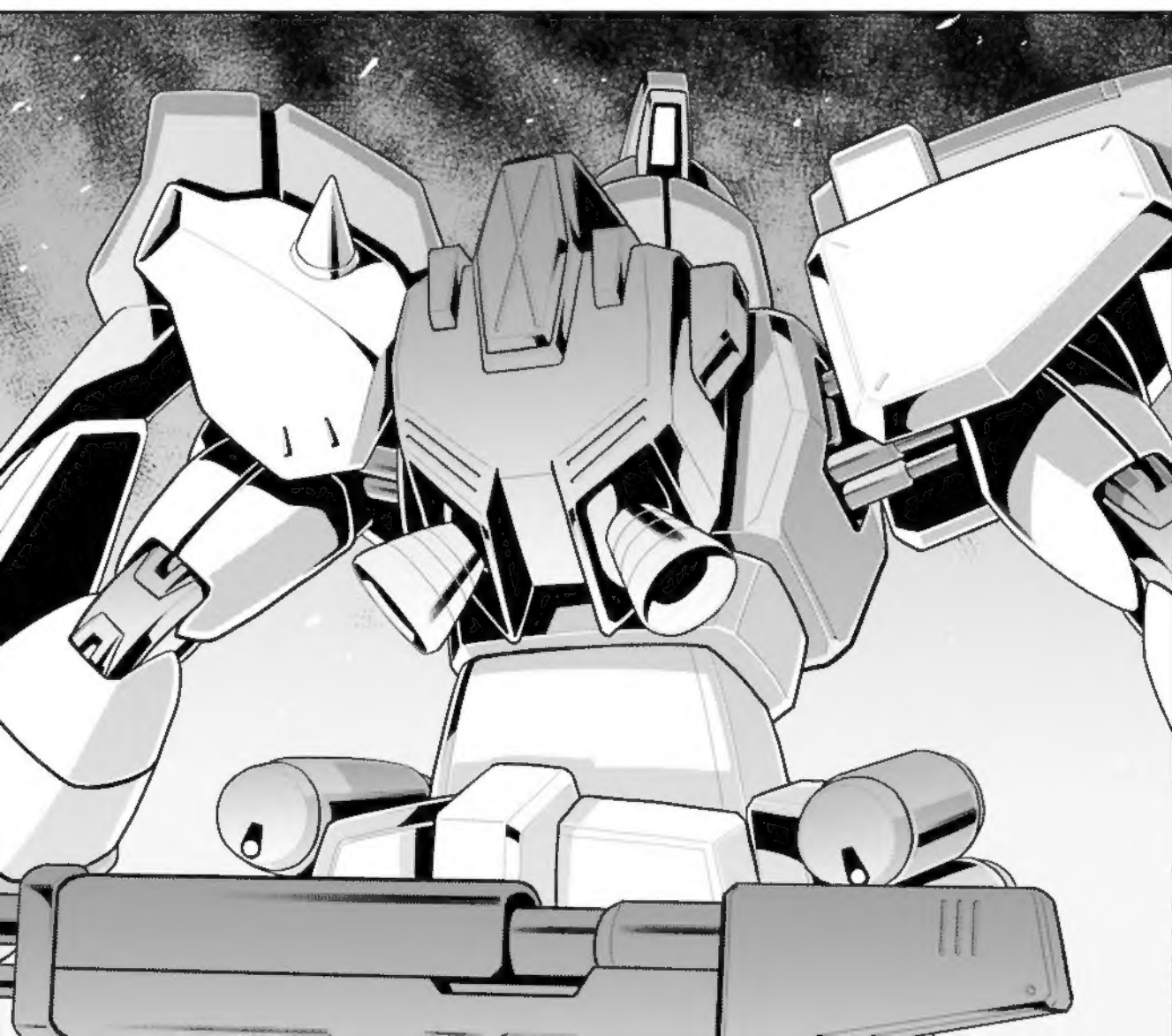
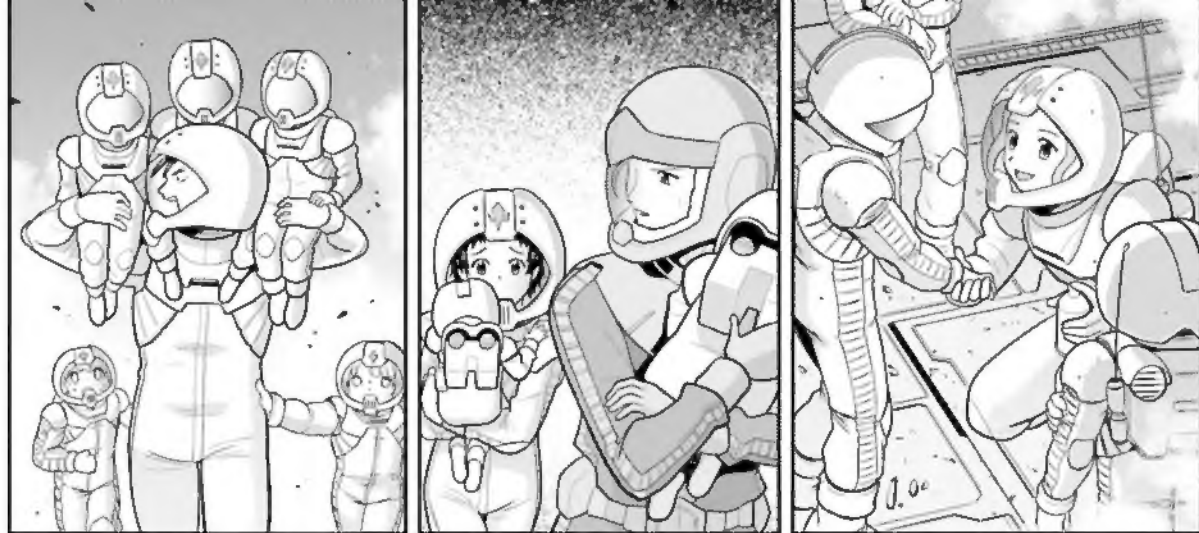


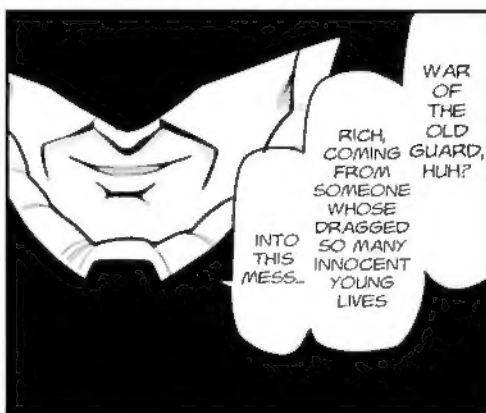
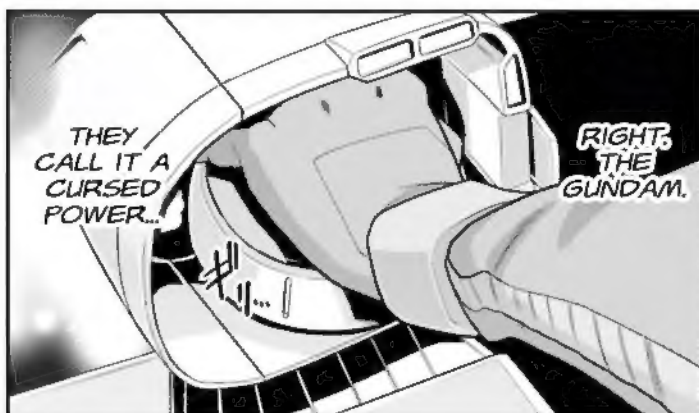
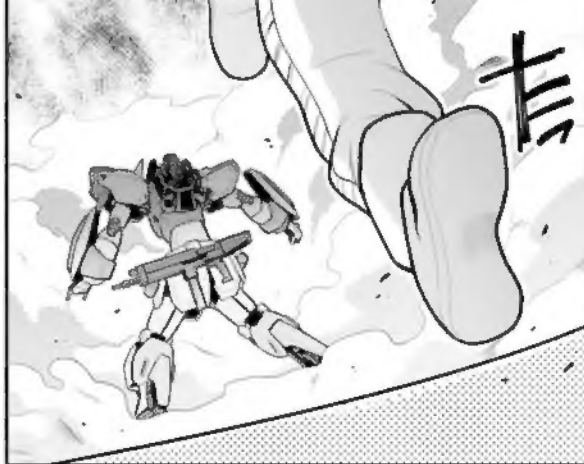
2
[RED MOBILE WEAPON]

YOU'VE GOT NO
BUSINESS
THROWING YOUR
LIVES AWAY FOR
OUR MISTAKES!

[漫画] 今ノ夜きよじ
[シナリオ] 小太刀右京 (チーム・バレルロール)
[メカニックデザイン] 森木靖泰・柳瀬敬之
[オリジナルF90デザイン] 大河原邦男

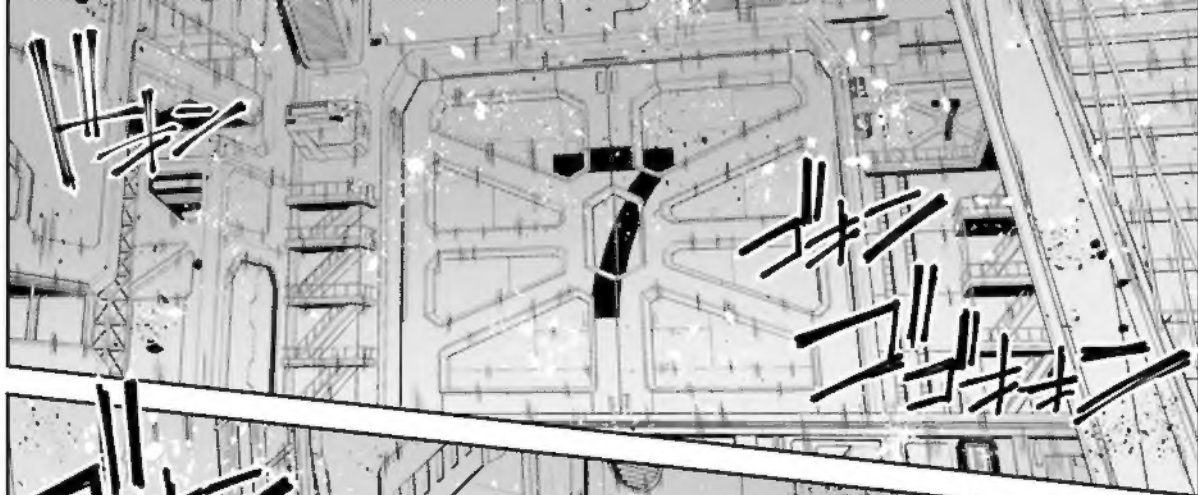


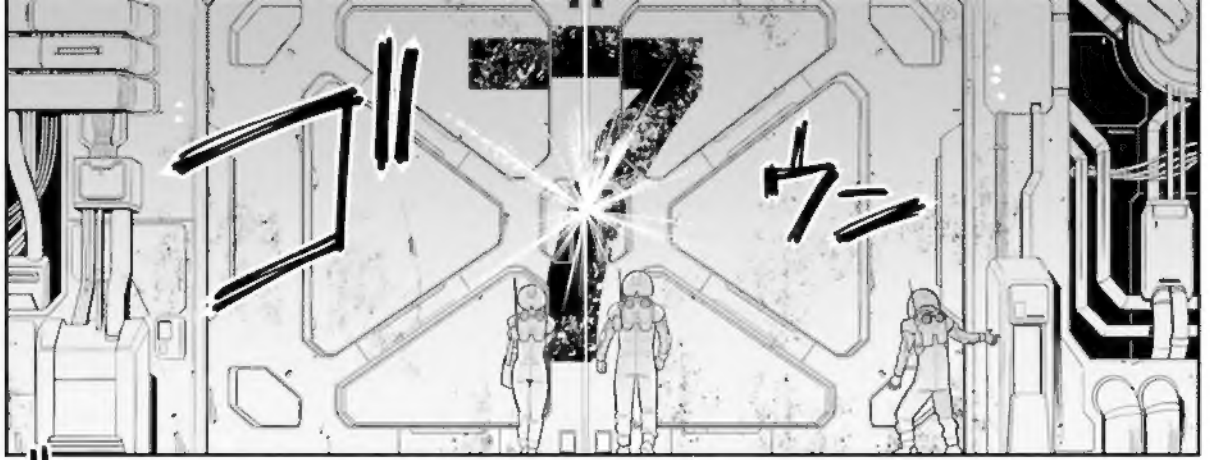




...THAT
I'LL USE
IT TO
CARVE
OUT
OUR
FUTURE!!





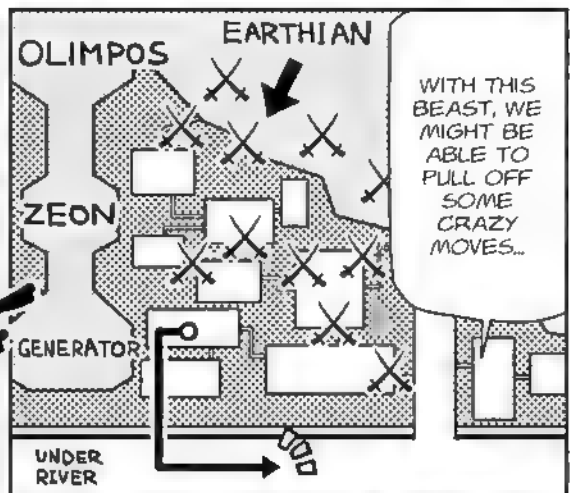
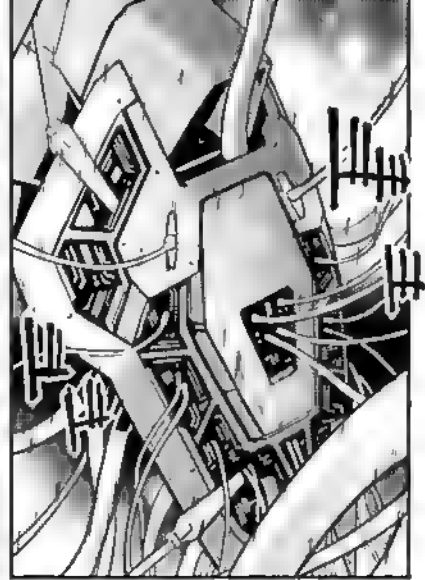
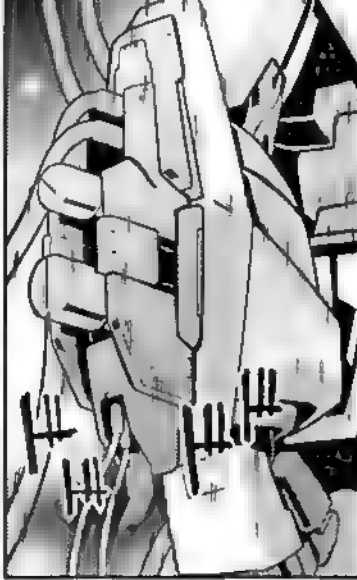




...THAT
MAN!

THE
ONE
BE-
LONG-
ING
TO...







HEADS UP!
DR.
LYUDMILA'S
ON THE
LINE!



OUR GUY'S
THE 09.

SHE'S GOT
EYES ON
MS-TO-MS
COMBAT!

THE ENEMY IS
THE SAME TYPE
AS THE ROUND-
GLASSES GM
WE FOUGHT
EARLIER!





...JUST
TO BE
SQUASHED
LIKE A BUG
NOW!

I DIDN'T
SURVIVE
BEING
BORN IN
ZEON...



DAMN
IT ALL!



WE'VE
GOTTA
FIRE THIS
THING UP,
PRONTO!

THEY'RE
COMING
IN HOT!

WE'LL BE
BACKED
INTO A
CORNER
BEFORE
WE
KNOW IT!



IVALU!
YOU RUN
THE OP!

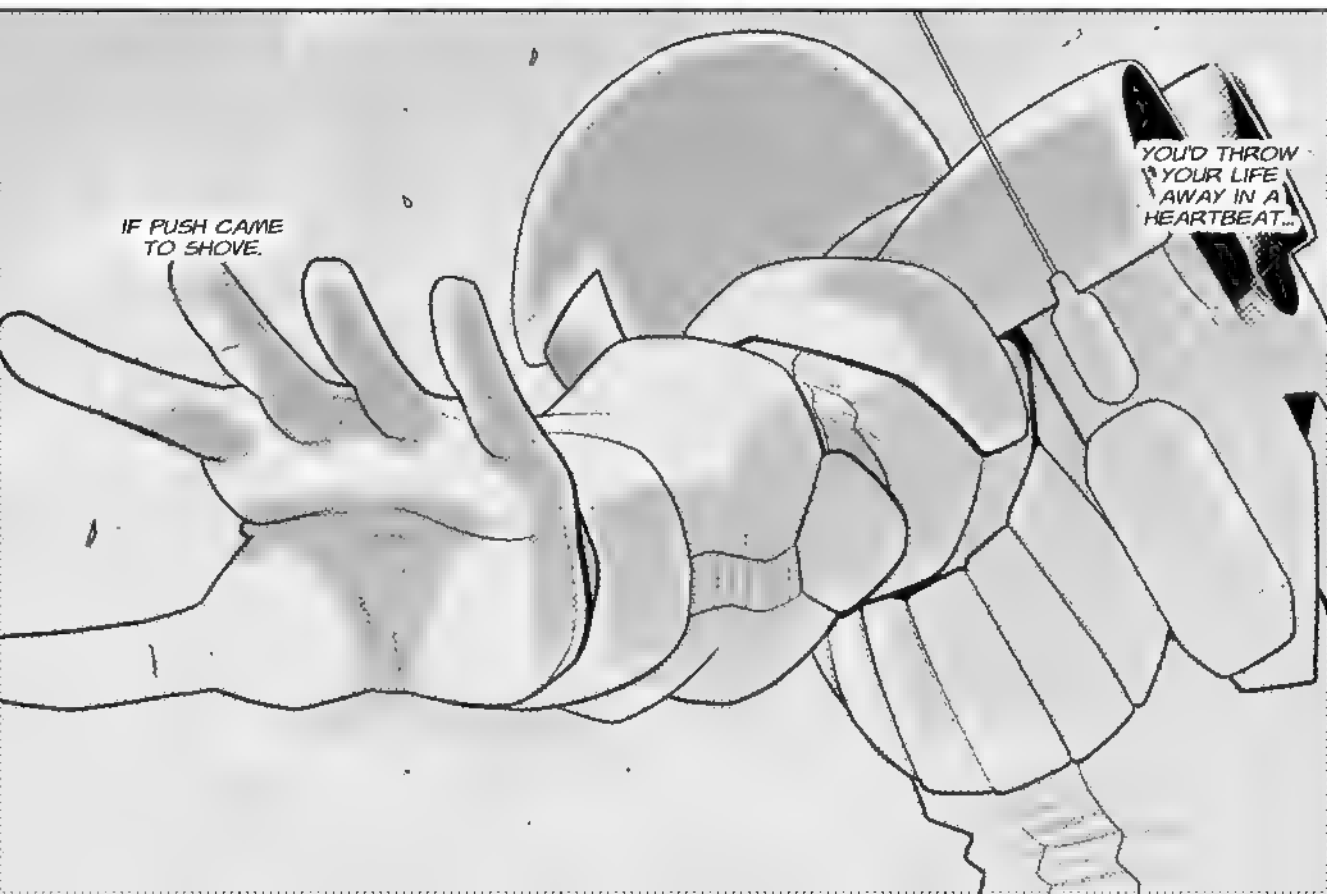
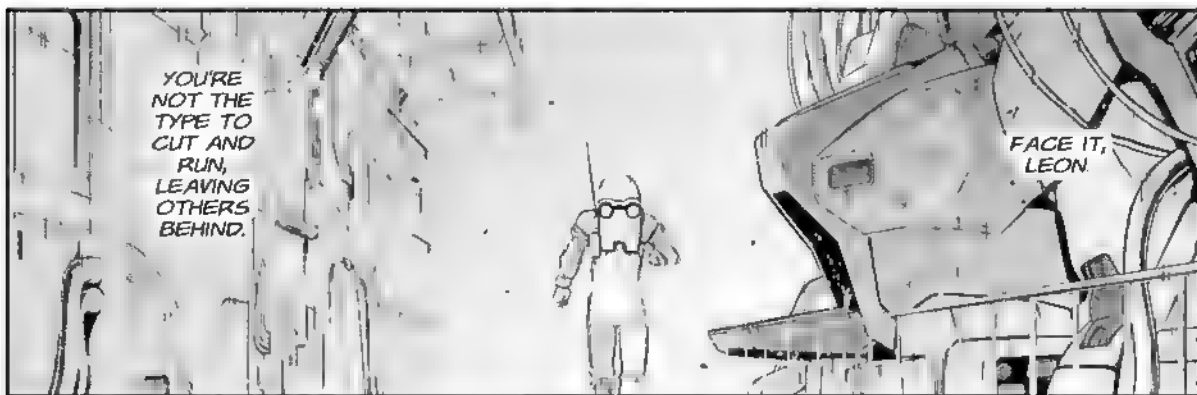
I'LL
TAKE
THE
PILOT'S
SEAT--



HOLD
YOUR
HORSES,
LEON!







...BUT YOU
TREAT
YOUR OWN
LIFE TOO
DAMN
CHEAP.

IT'S
ADMIRABLE,
SURE...

TO KEEP
YOUR
RECKLESS
HIDE ALIVE...

THAT'S WHY
I'M TAKING
POINT.

...TO MAKE
SURE WE
BOTH MAKE
IT OUT OF
THIS MESS!



ANOTHER CALL FROM DR. LY-UDMILA!
THE ENEMY JUST TRASHED OUR DOM! THEY'RE BARRELING STRAIGHT FOR US!



YOU CATCH ALL THAT, IVALU? IT'S DO OR DIE TIME! NO TIME TO PLAY NICE WITH THE GATE! SMASH RIGHT THROUGH IT!

LOUD AND CLEAR!



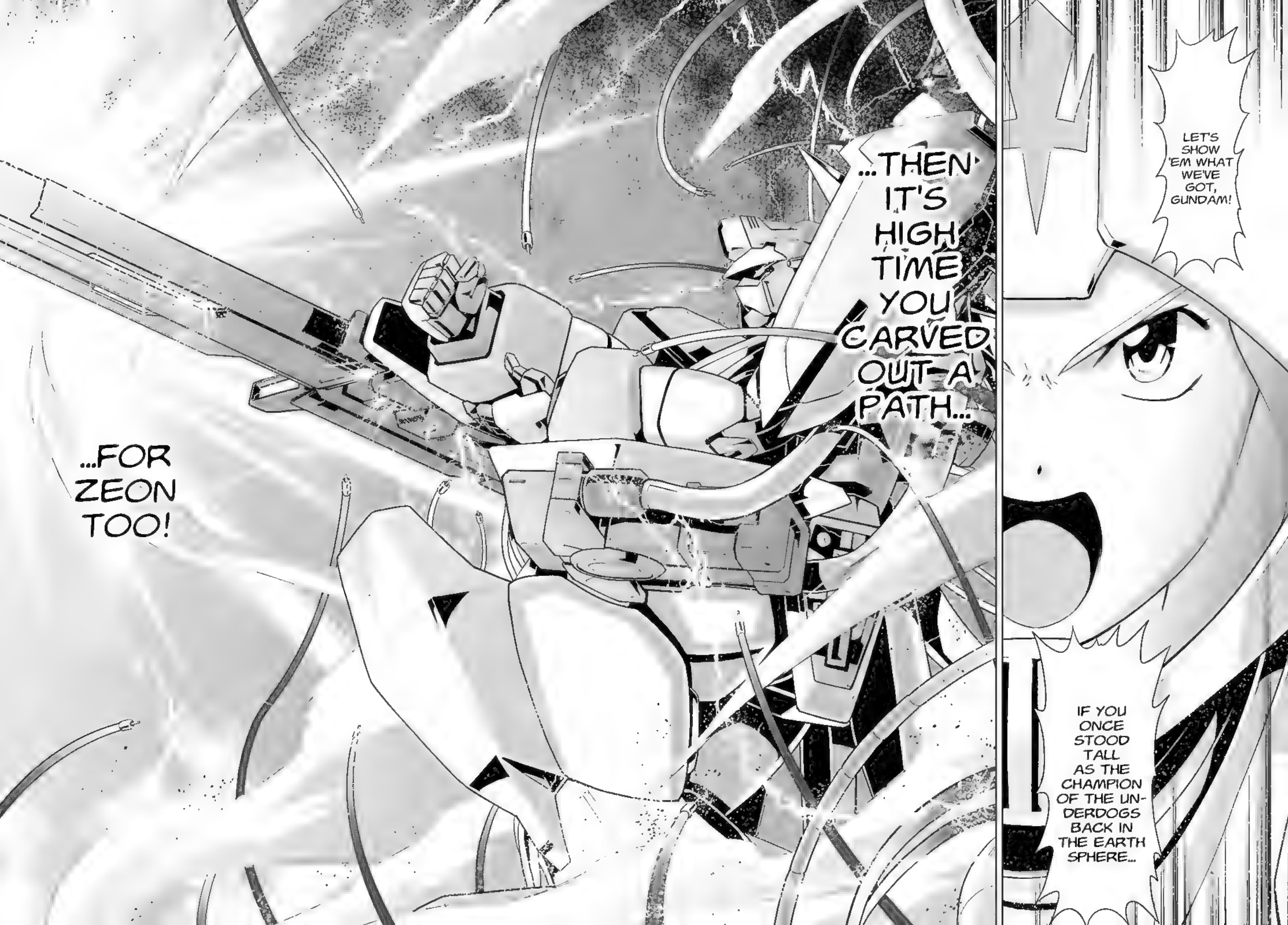
ENGINE OUTPUT WEVE SLAPPED BACK ON 75% OF THE EXTERIOR THAT WAS STRIPPED OFF.

OMS-90R2

MAIN WEAPONS - BEAM SABER AND BEAM RIFLE - ARE GOOD TO GO!

SYSTEMS UP AND RUNNING.

MAN-MACHINE INTERFACE AI'S RESPONDING LIKE A CHARM.

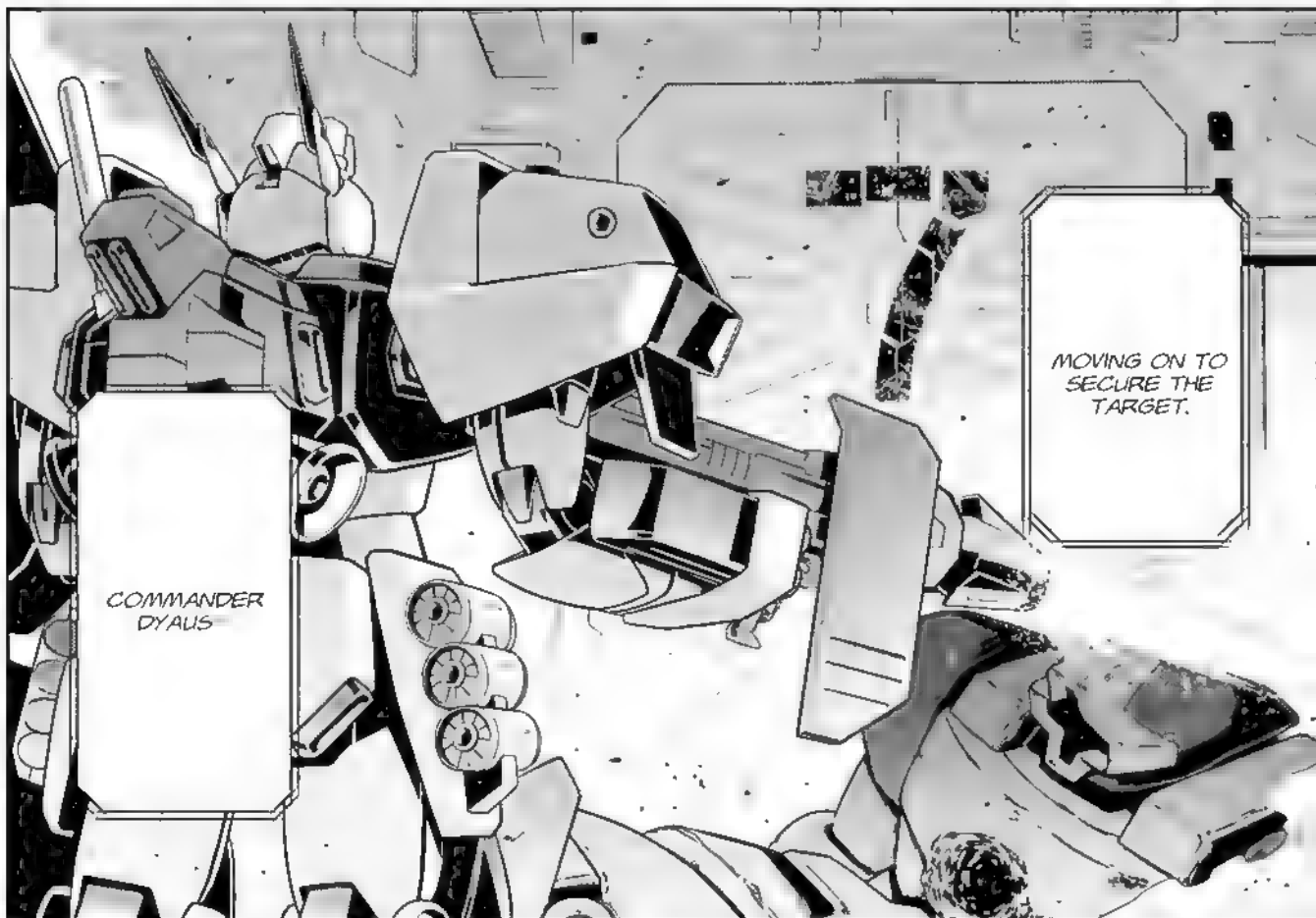


...FOR
ZEON
TOO!

...THEN
IT'S
HIGH
TIME
YOU
CARVED
OUT A
PATH...

LET'S
SHOW
EM WHAT
WE'VE
GOT,
GUNDAM!

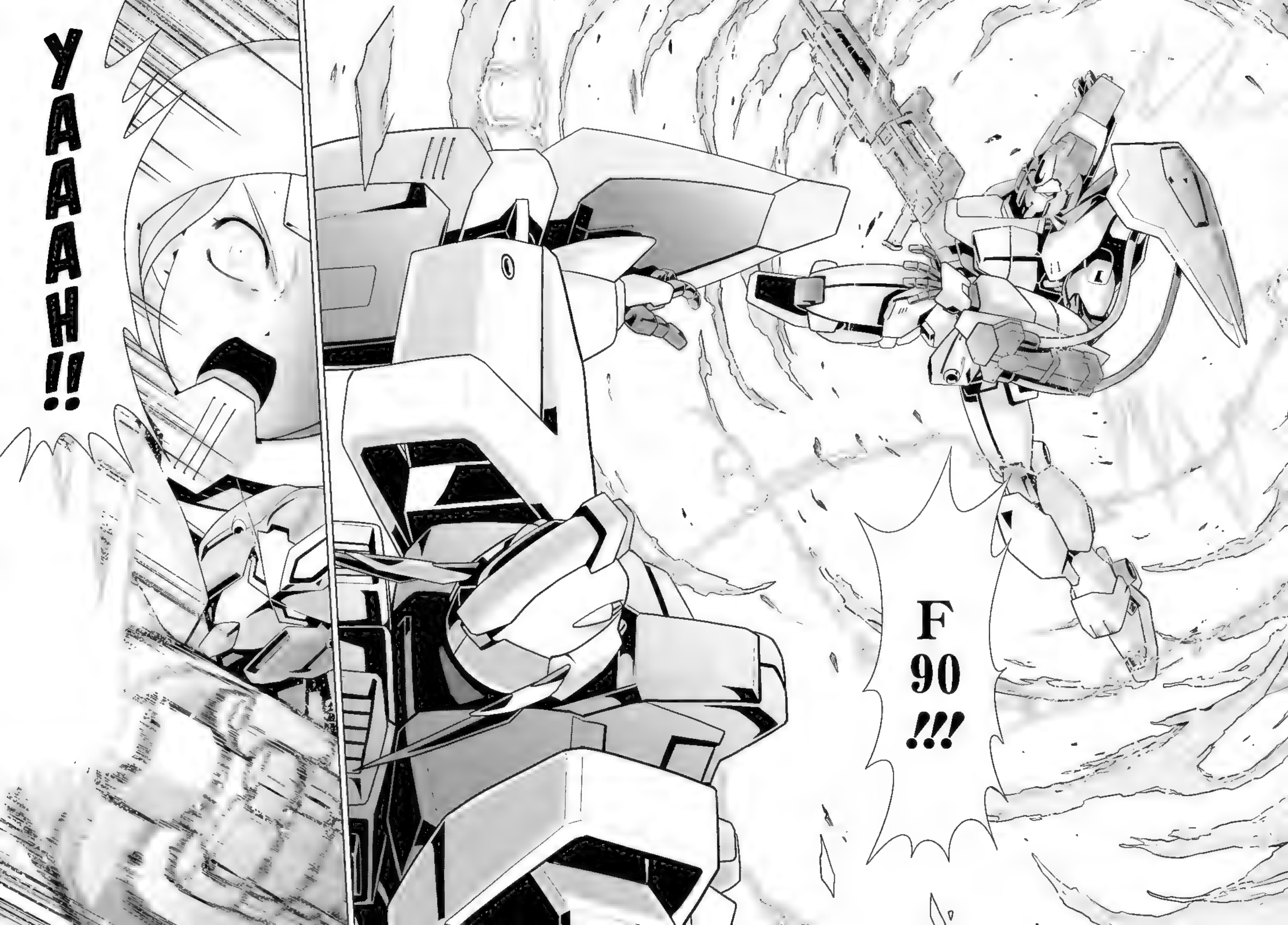
IF YOU
ONCE
STOOD
TALL
AS THE
CHAMPION
OF THE UN-
DERDOGS
BACK IN
THE EARTH
SPHERE...

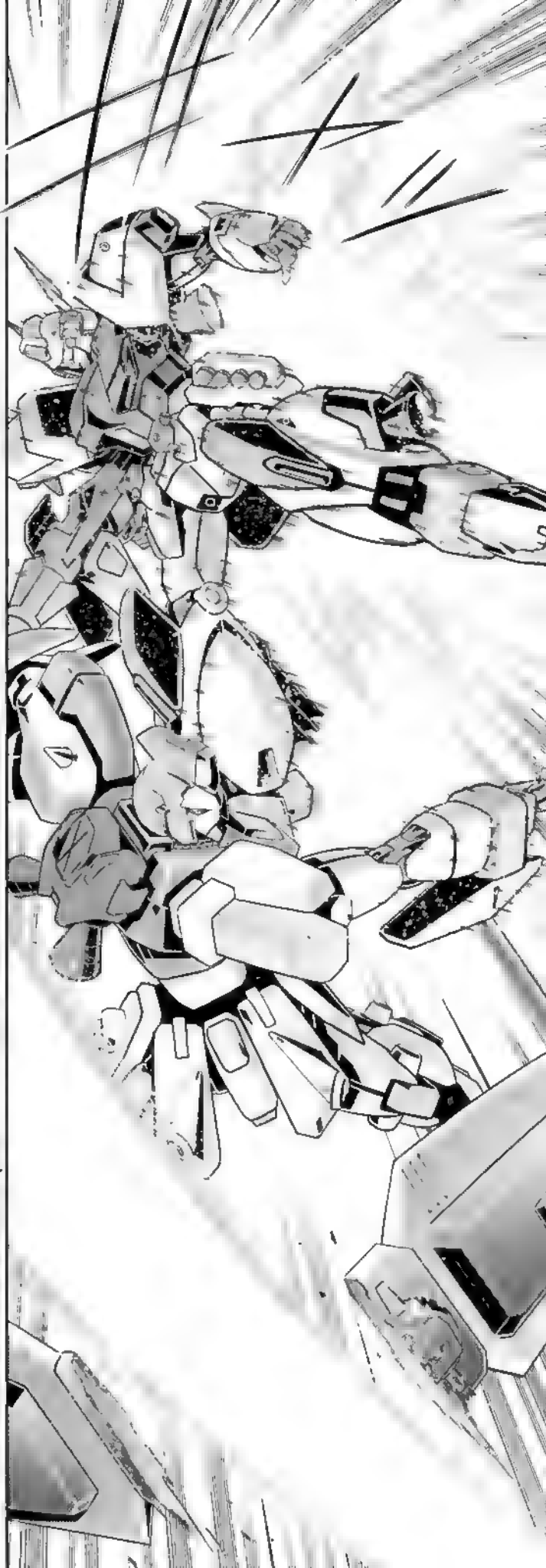


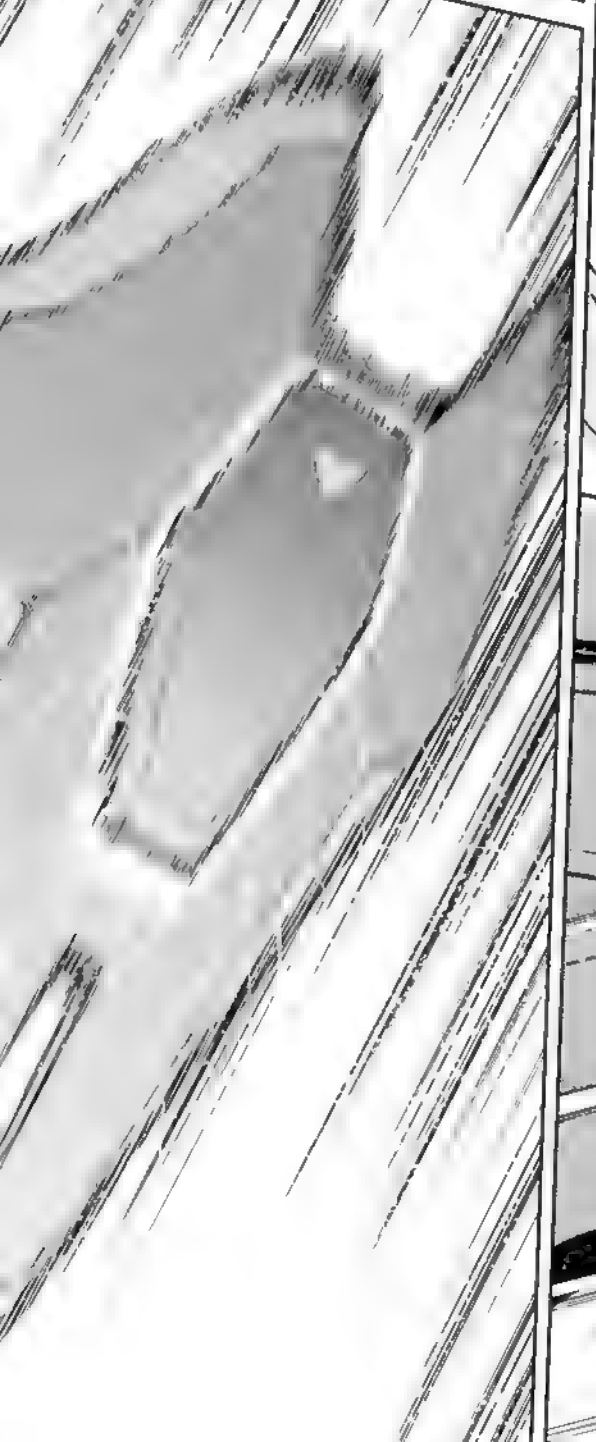


Y A A H !!

**F
90
!!!**





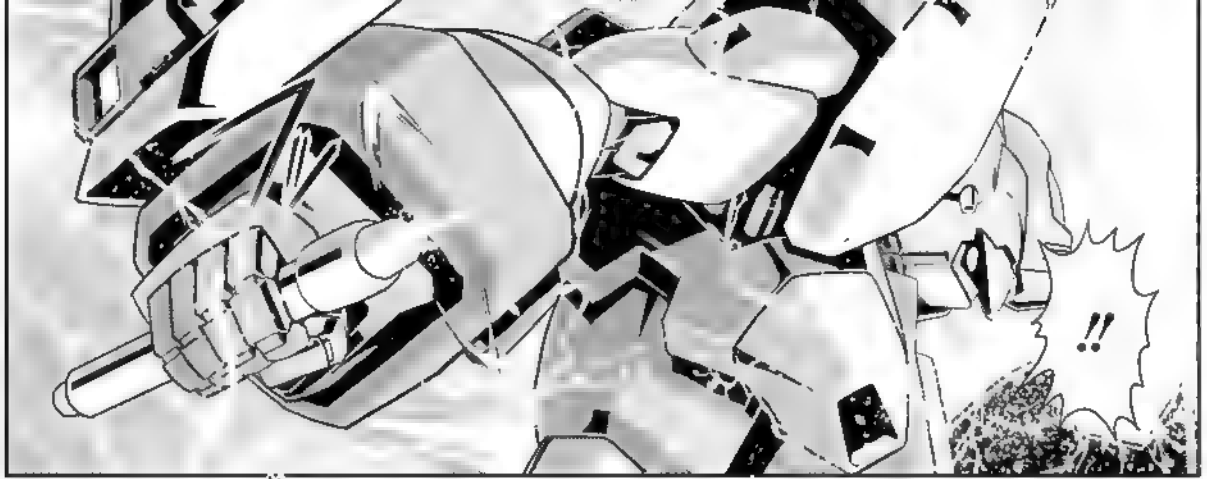


...AS
GOOD
AS
MINE!



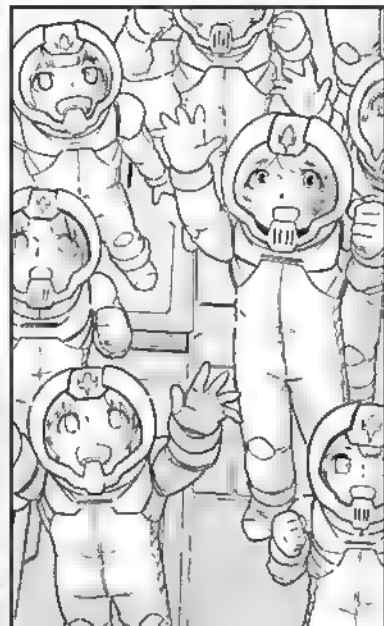
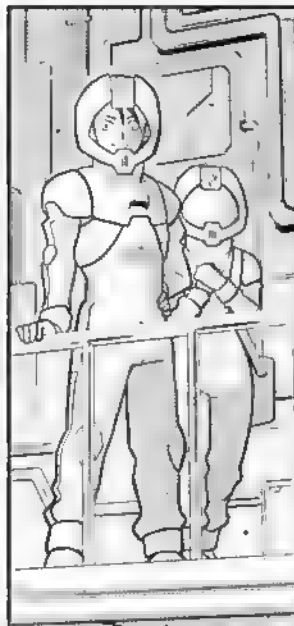
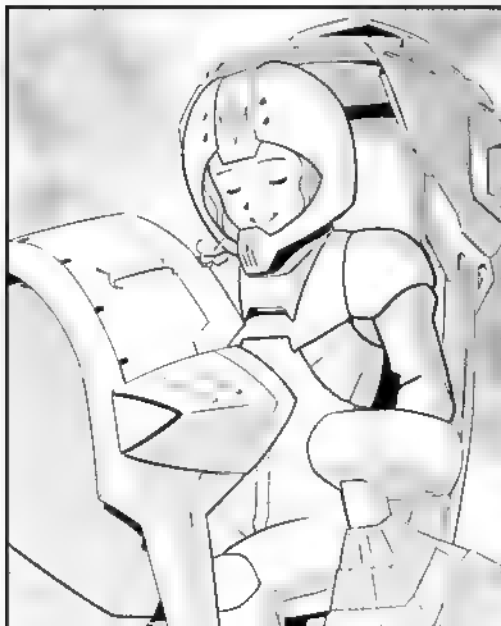
ON THIS
RELIC
OF A
MACHINE?!

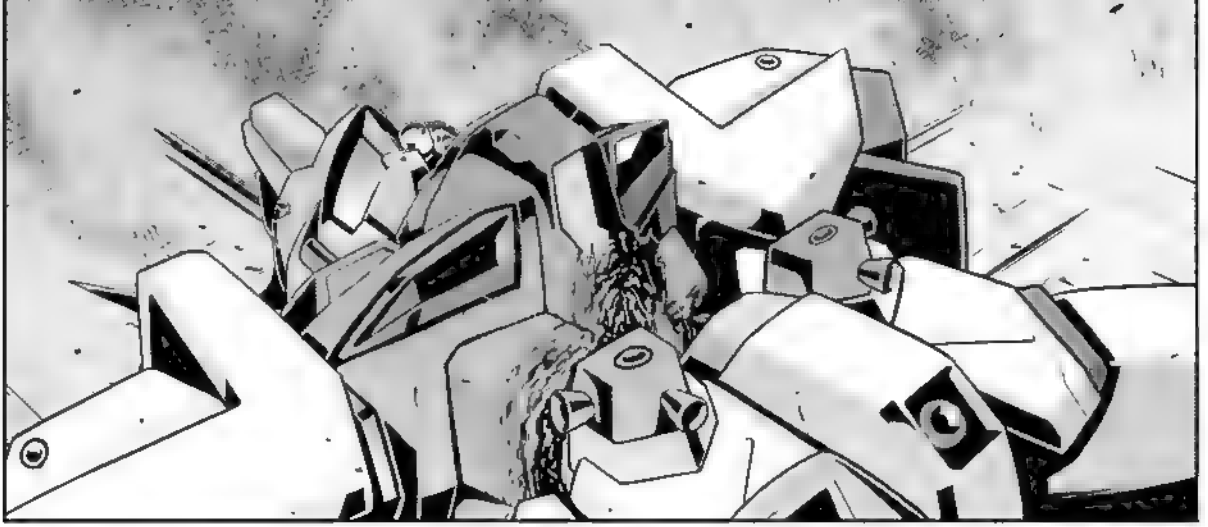
WAIT, A
BEAM
SHIELD?!





...THAT
SUCKER!







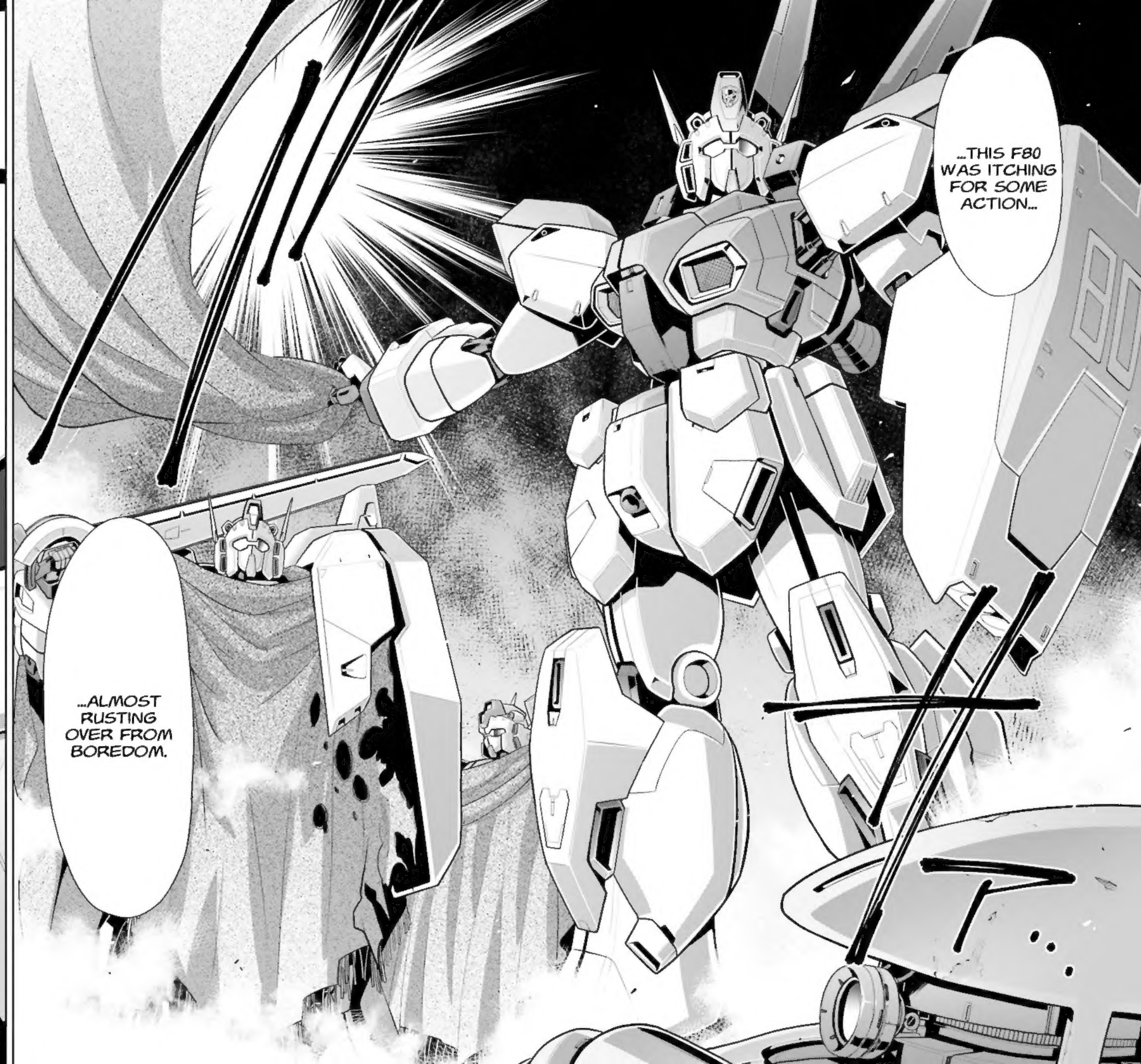




NO, I SAY
WE JUMP
IN AND
SEE WHAT
KIND OF
FIREWORKS
WE CAN
STIR UP.

額の紋章が
疼きやがる。。。ッ

《つづく》ガンダムエース11月号9/26(木)発売!!



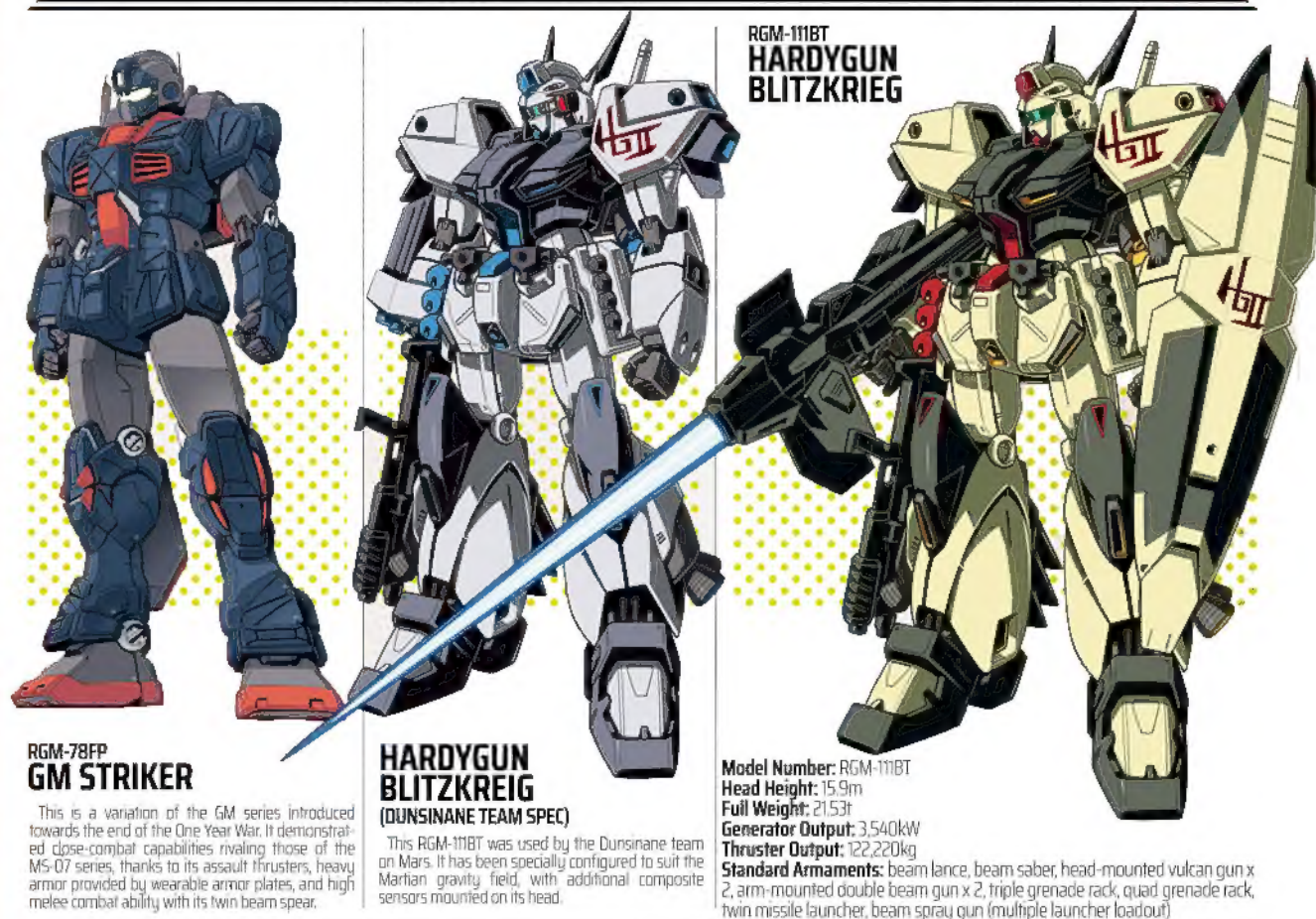
...THIS F80
WAS ITCHING
FOR SOME
ACTION...

...ALMOST
RUSTING
OVER FROM
BOREDOM.

A NEW PROJECT BROUGHT TO YOU BY A MAGAZINE THAT ACTUALLY EXISTED DURING THE U.C.0140s!

MONTHLY MOBILE MACHINE 23

RGM-111BT ハーディガン・ブリッツクリーク



RGM-78FP
GM STRIKER

This is a variation of the GM series, introduced towards the end of the One Year War. It demonstrated close-combat capabilities rivaling those of the MS-07 series, thanks to its assault thrusters, heavy armor provided by wearable armor plates, and high melee combat ability with its twin beam spear.

HARDYGUN
BLITZKREIG
(DUNSINANE TEAM SPEC)

This RGM-111BT was used by the Dunsinane team on Mars. It has been specially configured to suit the Martian gravity field, with additional composite sensors mounted on its head.

Model Number: RGM-111BT
Head Height: 15.9m
Full Weight: 21.53t
Generator Output: 3,540kW
Thruster Output: 122,220kg
Standard Armaments: beam lance, beam saber, head-mounted vulcan gun x 2, arm-mounted double beam gun x 2, triple grenade rack, quad grenade rack, twin missile launcher, beam spray gun (multiple launcher loadout)

The Republic of Zeon's relinquishment of autonomy in U.C. 0100 marked more than just the twilight of Zeonism as a political movement. It heralded the end of the Earth Federation Forces' two-decade-long wartime footing, a stance held since the One Year War.

True, localized upheavals like Mafty's rebellion persisted. But by and large, as the 0120s ushered in what historians dubbed the "Great Space Age of Exploration," the Federation Forces had morphed into an entity primarily focused on providing personnel and infrastructure to support space exploration.

Yet, the wheels of weapons development kept turning. This continuance stemmed from two factors: the practical need to replace aging arsenals and the abstract notion of an unforeseen enemy. The specter of an attack by unimaginable alien life forms loomed large in the collective consciousness, necessitat-

ing the preservation of humanity's self-defense capabilities. However, this logic soon fell prey to the organization's inherent vices. On the eve of the Cosmo Babylonia Foundation War, the Federation Forces had devolved into a system derided as little more than a "job creation scheme," mired in its own insularity. The old adage that "an army without an enemy is doomed to self-destruct" proved prophetic. As the Federation Forces' primary mission shifted from full-scale military engagements to peace-keeping operations under the guise of self-defense, friction with civil law enforcement intensified. This friction catalyzed irreversible changes within the organization. In our current era of interstellar strife, we can trace the roots of the Federation Forces' decline to this pivotal period. What was once a formidable military entity has now become a bloated, ineffectual peacekeeping force, struggling to maintain order

among the colonies. The seeds of its downfall and decay were sown long ago, in the very soil of its perceived invincibility.

MOBILE SUITS FOR BLITZKRIEG OPS

The RGM-111 Hardygun Blitzkrieg emerged as a specialized variant of the RGM-111 series, tailored for the unique challenges of its era. This mobile suit was engineered for lightning-fast operations in confined spaces - be it within colonies, urban landscapes, or asteroid bases. Its primary objective: to neutralize enemy mobile suits without triggering catastrophic reactor meltdowns.

In the claustrophobic arena of inhabited spaces, the stakes are perilously high. A direct hit to any mobile suit's fusion reactor - whether it be a first or second-generation mobile suits, a mobile armor, or even a warship - would inevitably result in a nuclear detonation. Thus, the grim reality of urban warfare demands surgical precision, targeting cockpits and joint sections while meticulously avoiding power cores.

This tactical necessity has a rich lineage in close-quarters combat mobile suit design. The Federation's arsenal boasts classics like the RGM-79FP GM Striker and the RX-78AS G-Line Assault Armor. The Principality of Zeon countered with the MS-10B Gouf and the YMS-15 Gyan. The Hardygun Blitzkrieg stands as the latest evolution in this storied tradition.

To meet its specialized role, the Hardygun Blitzkrieg eschews the standard back-mounted VSBR, instead sporting high-mobility units on its shoulders, reminiscent of the RGM-111X Heavygun II. Its calf sections house multi-thruster vanes, a design philosophy inherited from the F90V type. These ingenious components serve a trifecta of functions: assault thrusters, attitude control vectored nozzles, and thermonuclear hover units. While these thruster vanes offer exceptional performance in both acceleration and aerial maneuverability, their full potential is time-limited due to propellant constraints. Only the most seasoned pilots can truly harness their maximum effectiveness.

The Hardygun Blitzkrieg's primary armament is a formidable beam lance. This weapon's design draws from data provided by SNRI on the F90 I-type, specifically adapting the power pack from the F90L type's long rifle unit. This versatile weapon not only forms a large assault lance but can also function as a beam shotgun. However, unlike the F90I type's lance, it lacks the ability to launch the beam lance itself - a design choice driven by both cost considerations and the impracticality of high-destructive power ship-killing modes in its intended operational environment.

For close-quarters engagement, the suit carries a short-barrel beam spray gun with an integrated multiple launcher as its sidearm. The right arm can be equipped with a twin missile launcher originally developed for the Heavygun (optional). Its waist hardpoints can accommodate either a triple large grenade launcher or a quad medium grenade launcher, providing substantial area suppression capabilities. The emphasis on numerous explosive rounds reflects the suit's secondary role in engaging soft-skinned targets like rioters or terrorists. In practice, many sorties see these launchers loaded with gas rounds.

The Hardygun Blitzkrieg's baptism by fire came on May 11, U.C. 0119, mere months after its rollout. When the anti-Earth Federation movement Nouvelle EGUM launched an mobile suit terror attack in Side 1's Colony 24 Mapungubwe, four RGM-111BTs from the 2nd Team of the 106th Guardian Squadron swiftly neutralized seven RGD-X1 units in a mere five minutes. This elite squad-

ron, specialized in colony interior combat, had been tasked with field-testing this cutting-edge mobile suit.

REDESIGN CHRONICLES

Buffo Aerodynamics, under commission from Anaheim Electronics, spearheaded the redesign of the RGM-111BT. This collaborative effort was enriched by data from SNRI's close-quarters combat mobile suit project (presumed to be either the F90F or F6 model).

This era marked a pivotal shift in Anaheim's business strategy. The corporation began exploring avenues to supply OEM parts to satellite companies and foster coexistence with rival firms, effectively dismantling its own monopoly on mobile suit production. This move was not merely a response to industry demands; Anaheim recognized that its stranglehold on mobile suit development was driving up component costs. The decentralization of the industry promised a healthier market ecosystem - a change that would ultimately benefit Anaheim's bottom line.

The repercussions of this strategy were far-reaching. While the total production volume of mobile suits decreased, the industry as a whole - including civilian applications - experienced a renaissance. This led to a standardization of production facilities and design features, coupled with a dispersion of development hubs. Companies like Buffo, Zimmad, Zwinem, Randeggar, Yashima, and GSREX, while primarily engaged in licensed production for Anaheim and SNRI, began to explore independent mobile suit development once again.

However, this industrial evolution would outpace the original intentions of both the Federation and Anaheim, who had hoped for more cost-effective mobile suit production. Instead, it set the stage for the Second Oldsmobile War, the rise of the Crossbone Vanguard, and the arms race of the Warring States Period of Outer Space. Even our reborn America forces are now leveraging and experimenting with diverse technologies from companies and research organizations like SNRI and Buffo.

PRIVATE MILITARY COMPANY DUNSINANE

Recent documents released by the Mars Development Corporation have shed light on a previously unknown player in the First Oldsmobile War: a private military company known as Dunsinane. This mercenary force, operating outside the official roster of the 13th Autonomous Fleet, was equipped with cutting-edge RGM-111BT and F80 units. Ostensibly dispatched by Buffo to safeguard their Martian subsidiary's interests from Zeon remnants, future installments of our series will unravel the mysteries surrounding the true nature and extent of their involvement.

(Historica Chronica
May 25, U.C.0148)



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